

FIG. 1

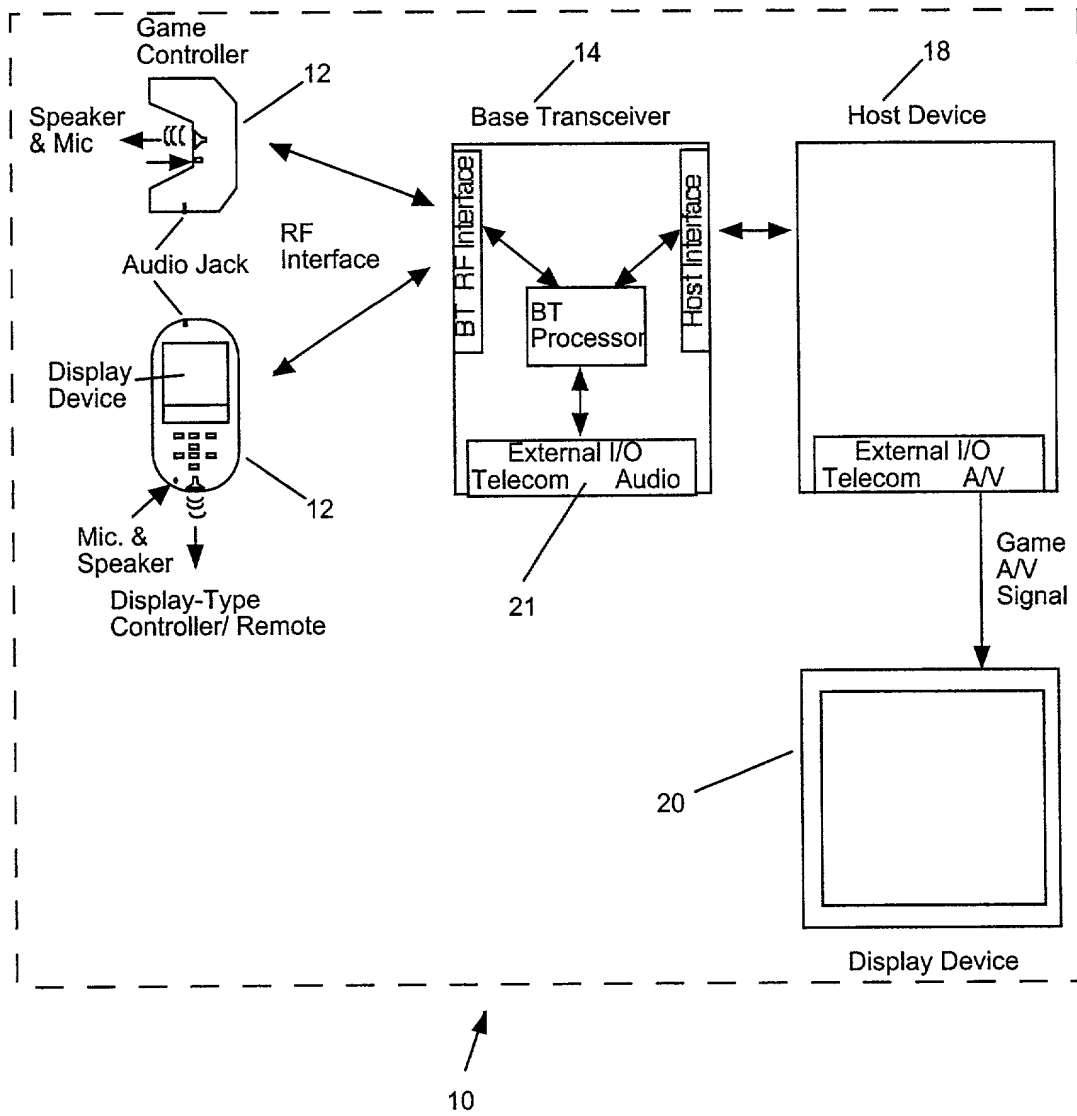


FIG. 2

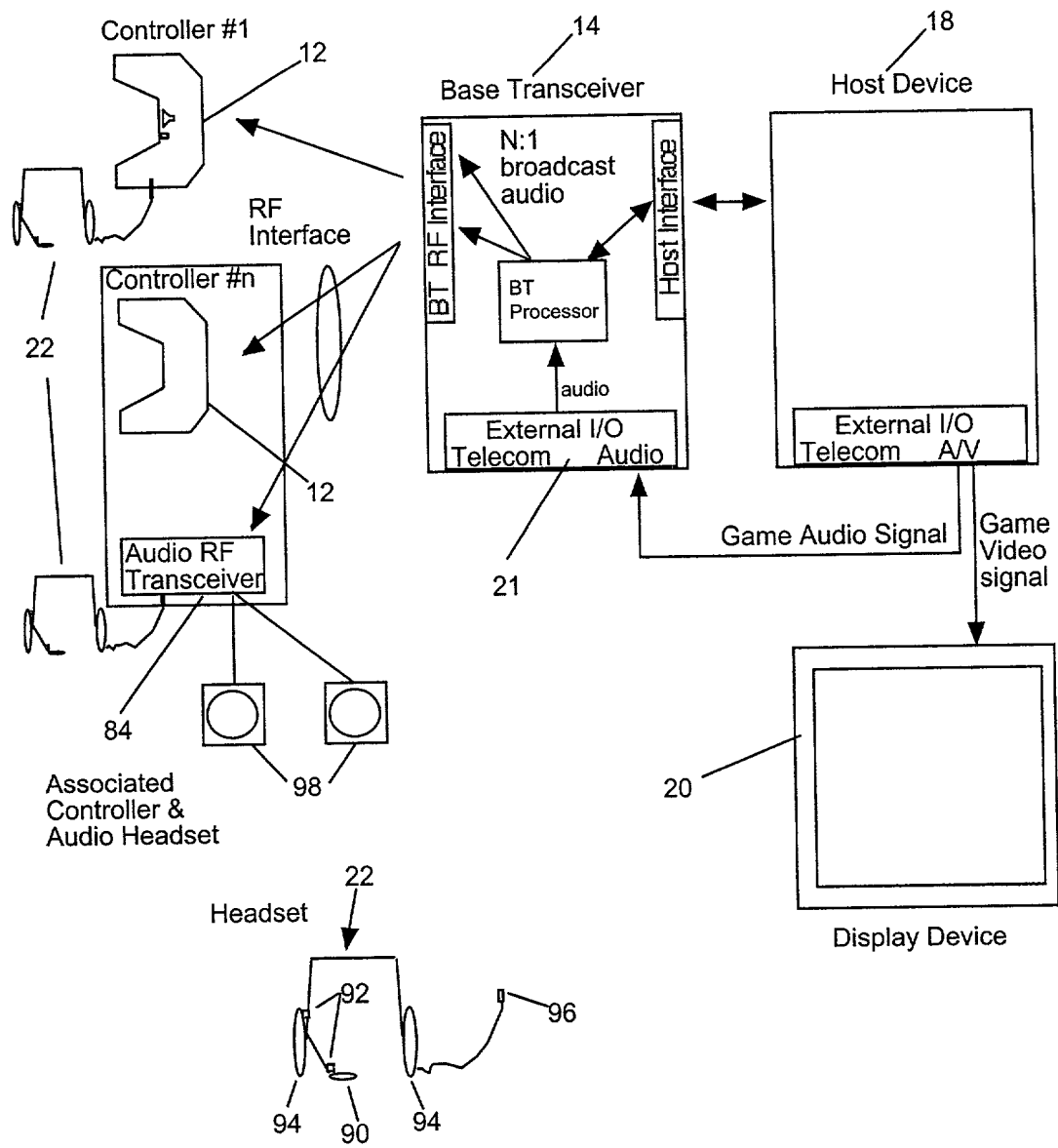


FIG. 3

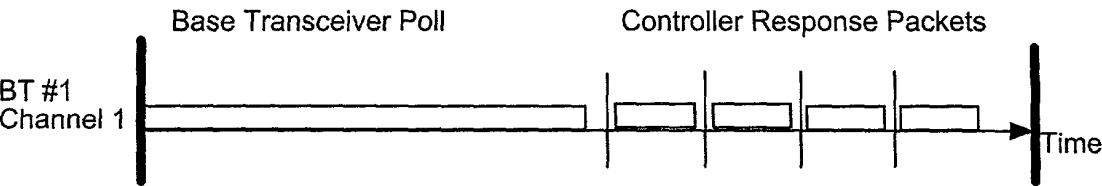
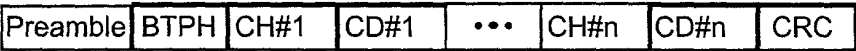


FIG. 4



Preamble	Training preamble
BTPH	Base Transceiver Header
CH#0	Controller #1 Polling Header
CD#0	Controller #1 Polling Payload
...	
CH#n	Controller #n Polling Header
CD#n	Controller #n Polling Data Payload
CRC	Frame Check (CRC)

FIG. 5



Preamble	Training preamble
CH#n	Controller #n Response Header
CD#n	Controller #n Response Data Payload
CRC	Frame Check (CRC)

FIG. 6

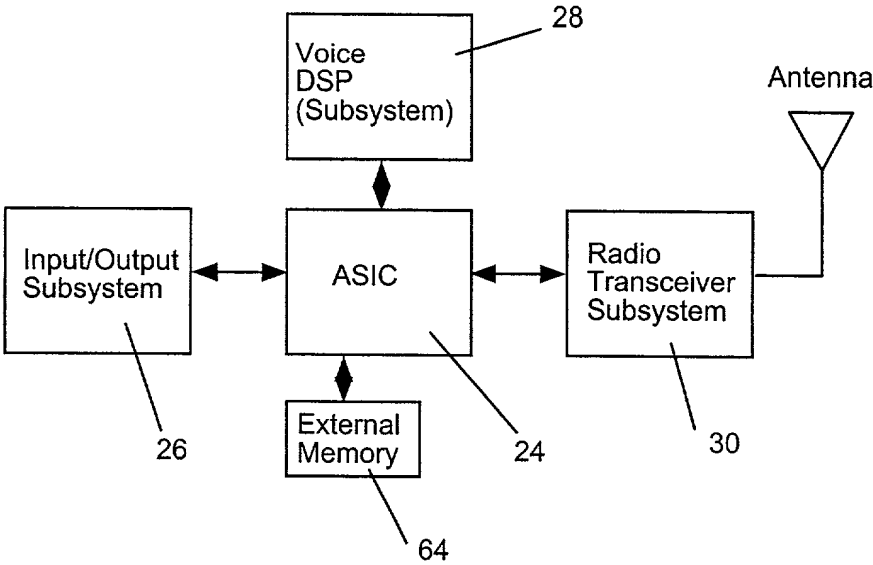


FIG. 12

Predefined Keyboard Audio Voice Commands

Controller Input Selected	Keyboard Command	Shifted Keyboard Command
SQUARE	RETURN	.
CROSS	DEL	,
TRIANGLE	SPACE	TAB
CIRCLE	ENTER	@
Trigger left upper	mouse click right	mouse click left
Trigger left lower	SHIFT	SHIFT
Trigger right upper	/	\
Trigger right lower	:	;
D-pad up	cursor up	cursor up
D-pad down	cursor down	cursor down
D-pad right	cursor right	cursor right
D-pad left	cursor left	cursor left
Right Joystick right up	mouse pad up	mouse pad up
Right Joystick right down	mouse pad down	mouse pad down
Right Joystick right left	mouse pad left	mouse pad left
Right Joystick right right	mouse pad right	mouse pad right

FIG. 7

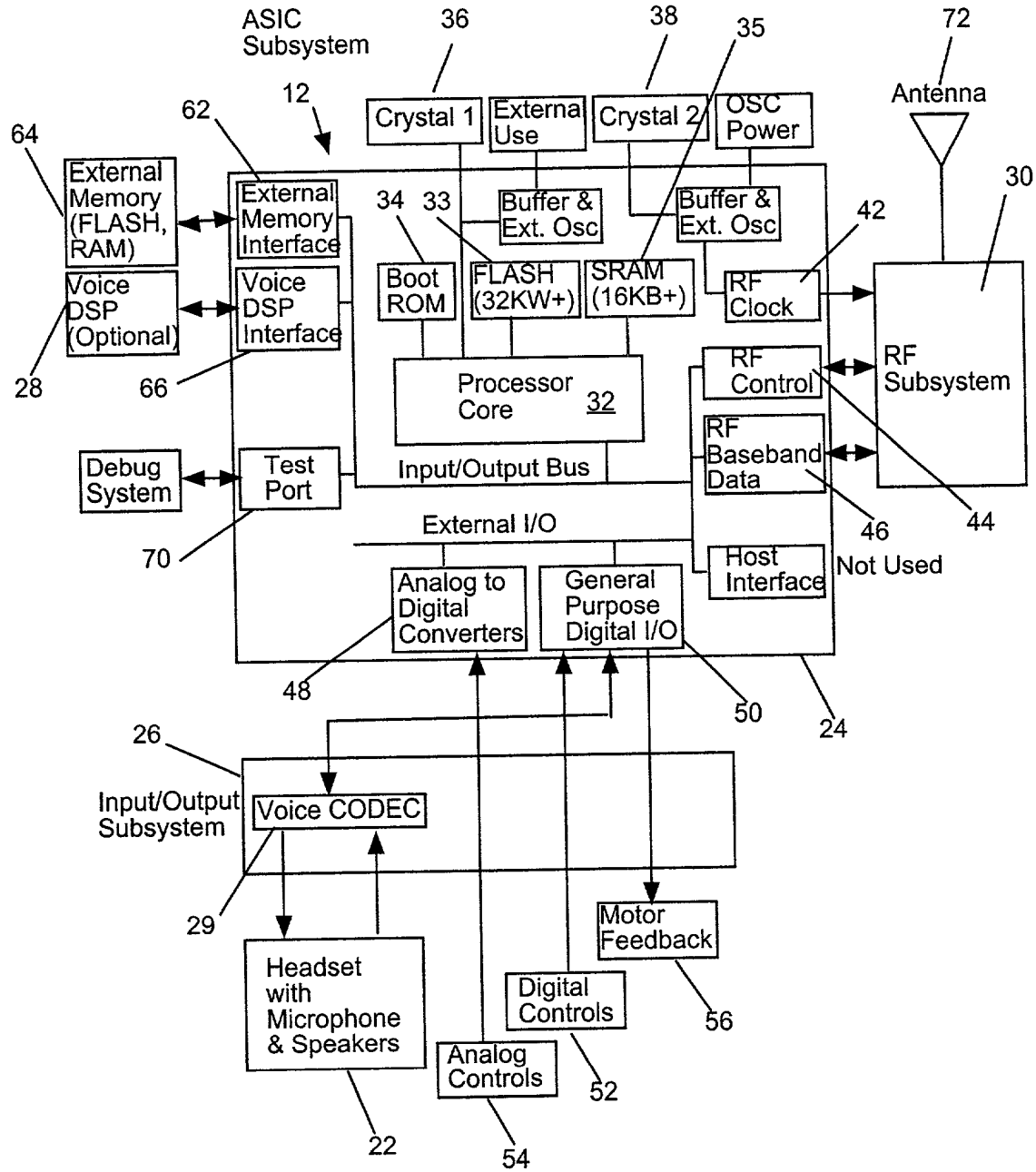


FIG. 8

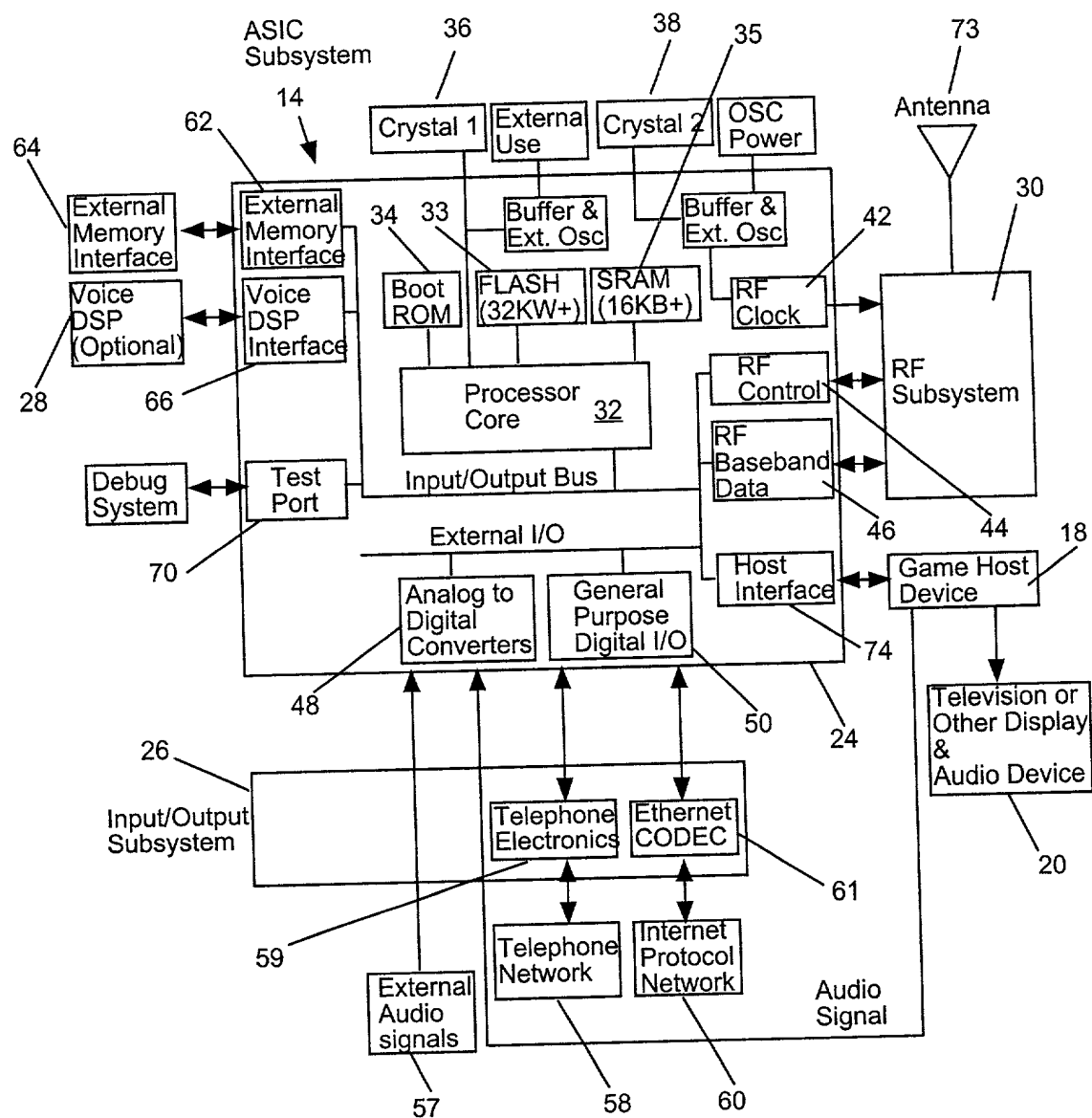




FIG. 11

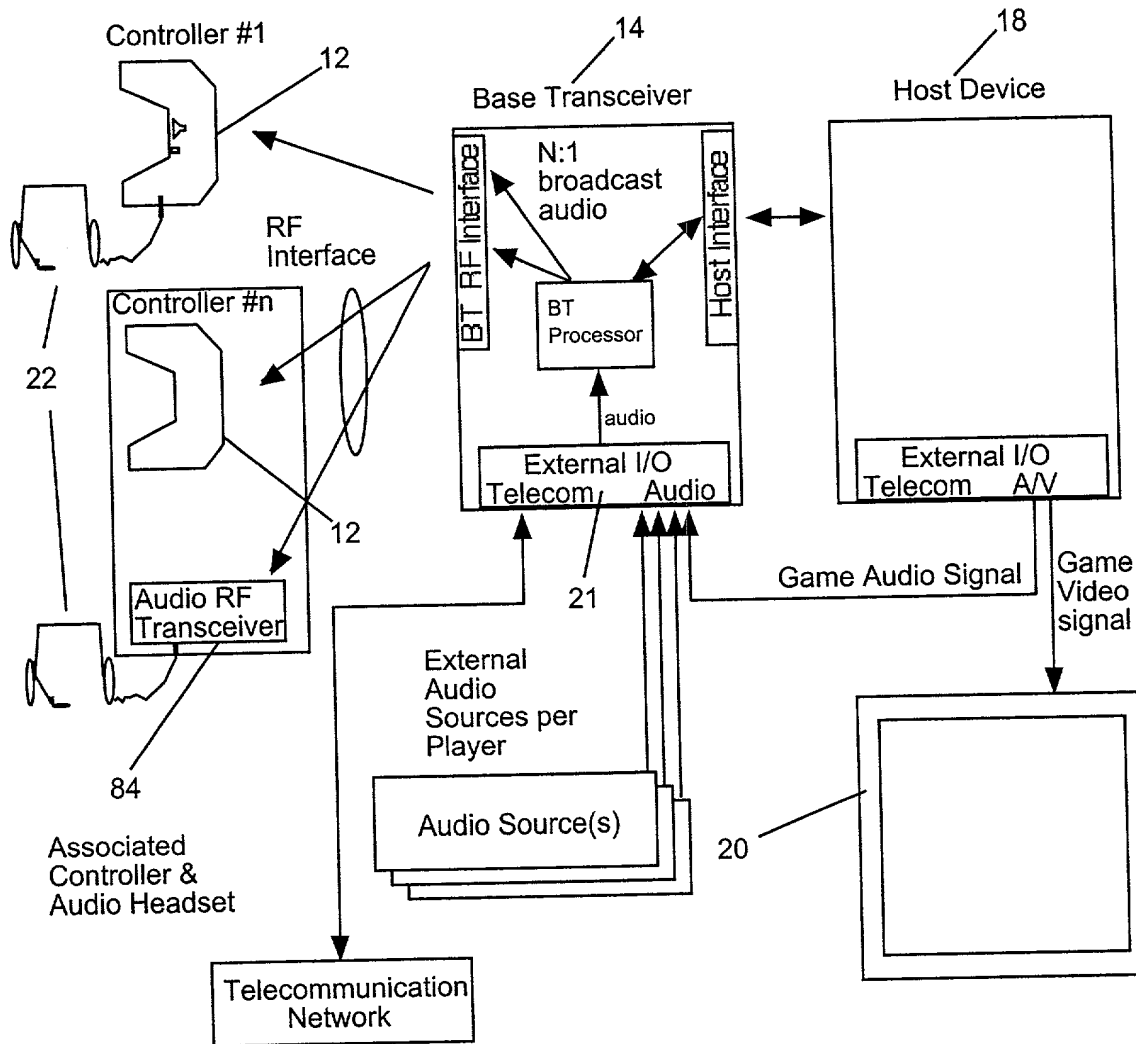




FIG. 13 Program Audio Mode

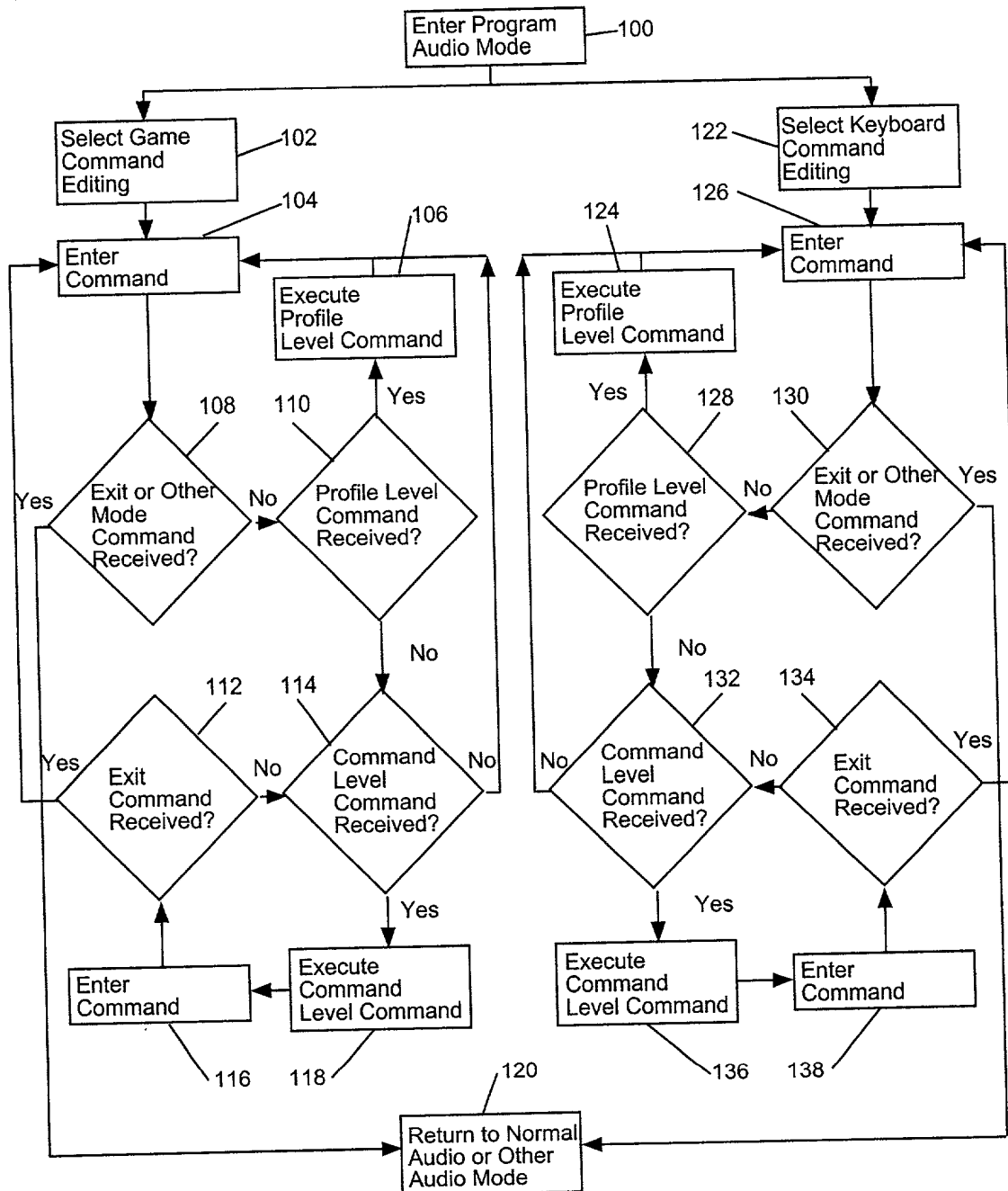


FIG.14 Voice Command Components

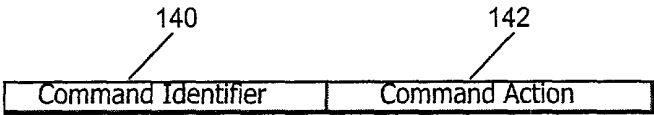


FIG. 15 Voice and Controller Key Voice Editing Commands

	170	172	174	176
	Command Level	Function	Command Identifier	Command Action
150	Profile	Create a new profile	'new profile' [profile identifier]	None
152	Profile	List existing profiles	'list profile'	None
154	Profile	Select a profile to edit	'select profile' [profile identifier]	None
156	Profile	Delete a profile	'delete profile' [profile identifier]	None
158	Profile	Upload a profile to controller	'upload' [profile identifier]	None
160	Profile	Download profile to BT	'download' [profile identifier]	None
162	Command	List commands in a profile	'list command'	None
164	Command	Add a command in a profile	'add command' [command identifier]	key and/or voice command sequence to be associated with the command identifier
166	Command	Delete a command in a profile	'delete' [command identifier]	None
168	Profile & Command	Exit	VOICE key+PROGRAM key	None

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- NOTES:
1. The Profile & Command Identifiers can be composed of voice and/or controller keys
  2. The Command Identifier and Command Action fields both end with Program key delimitation, not shown.

FIG. 16 Pattern Matching Table Example

FIG. 16 Pattern Matching Table Example						
180	INPUT TYPE	CONTROLLER INPUT	182 CODE MAPPING MODE	184 DESCRIPTION	186 INTERNAL CODE	188 190 HOST COMMAND CODE
192	VOICE		Keyboard	"a" to "z"	1-26	1001-1026
	CONTROLLER+VOICE	Trigger left lower	Keyboard	SHIFT "a" to "z"	27-52	1027-1052
	VOICE		Keyboard	"0" to "9"	53-62	1053-1062
	CONTROLLER+VOICE	Trigger left lower	Keyboard	SHIFT "0" to "9"	63-72	1063-1072
	VOICE		Keyboard	"_","=","?","~" ",',	73-78	1073-1078
	CONTROLLER+VOICE	Trigger left lower	Keyboard	SHIFT "_","=","?","~"	79-84	1079-1084
	CONTROLLER	SQUARE, CROSS, TRIANGLE, CIRCLE	Keyboard	RETURN, DEL, SPACE, ENTER	85-88	1085-1088
193	CONTROLLER	Trigger left upper	Keyboard	mouse click right	89	1089
	CONTROLLER	Trigger left lower	Keyboard	SHIFT	90	1090
	CONTROLLER	Trigger right upper	Keyboard	/	91	1091
	CONTROLLER	Trigger right lower	Keyboard	:	92	1092
	CONTROLLER	D-pad up,down,right,left	Keyboard	cursor up, down, right, left	93-96	1093-1096
194	CONTROLLER	Right Joystick right up, down, left, right	Keyboard	mouse pad up, down, left, right	97-100	1097-1100
	CONTROLLER	SHIFT SQUARE	Keyboard	.	101	1101
	CONTROLLER	SHIFT CROSS	Keyboard	,	102	1102
	CONTROLLER	SHIFT TRIANGLE	Keyboard	TAB	103	1103
	CONTROLLER	SHIFT CIRCLE	Keyboard	@	104	1104
	CONTROLLER	SHIFT Trigger left upper	Keyboard	mouse click left	105	1105
	CONTROLLER	SHIFT Trigger right upper	Keyboard	\	106	1106
	CONTROLLER	SHIFT Trigger right lower	Keyboard	;	107	1107
	CONTROLLER	SHIFT D-pad up,down,right,left	Keyboard	cursor up, down, right, left	108-111	1108-1111
	CONTROLLER	SHIFT Right Joystick right up, down, left, right	Keyboard	mouse pad up, down, left, right	112-115	1112-1115
196	CONTROLLER	SQUARE,CROSS, TRIANGLE, CIRCLE	Game	Game-specific meaning	500-503	200-203
	CONTROLLER	Trigger left up,down & right up,down	Game	Game-specific meaning	504-507	204-207
198	CONTROLLER	D-pad up,down,right,left	Game	Game-specific meaning	508-511	208-211
	CONTROLLER	Right Joystick right up, down, left, right	Game	Game-specific meaning	512-515	212-215
	CONTROLLER	Left Joystick right up, down, left, right	Game	Game-specific meaning	516-519	216-219
199		VOICE, SELECT,ANALOG, PROGRAM; VOICE+SELECT, VOICE+ANALOG, VOICE+PROGRAM, &program audio mode edit commands	Game or Keyboard	Reserved commands	600-606, 607-615	300-306, 307-315
200	CONTROLLER					
202	VOICE-User Defined	"Web"	Keyboard	User Defined	2000	(see profile)
204	VOICE-User Defined	"Flaps up"	Game	User Defined	2001	(see profile)
	VOICE-User Defined	"Flaps down"	Game	User Defined	2002	(see profile)

FIG. 17 Keyboard Mode - Profile "keyboard1" Example

DESCRIPTION	INTERNAL CODE	HOST COMMAND CODE(S)
Spoken "Web" made of "w"+"w"+"w"+"."	2000	1023, 1023, 1023, 1101

FIG. 18 Game Mode - Profile "game1" Example

DESCRIPTION	INTERNAL CODE	HOST COMMAND CODE(S)
"Flaps up" made of TRIANGLE+D-Pad Up	2001	202, 208
"Flaps down" made of TRIANGLE+D-Pad Down	2002	202, 209
"Flaps up" with SELECT key delimiting option	2001, 601	202, 208